Subject: Do you think this is worth it? Server-side terrain?
Posted by [REHT]Spirit on Wed, 13 Aug 2003 15:35:44 GMT
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An idea has popped into me recently.....soo......I have a question for you guys.

I'm sure that it is possible to set up terrain so that you can manipulate it in-game. Through a test_cinematic script (the one that does your c130 scripts), I think it is possible that we could let the host manipulate the terrain at the begaining of the game or even during later on. Ie, first 5 minutes, the terrain is all flat. The host alt-tabs a little later on, edits a small file, then goes over to a switch, presses E, and BAM!........20 hills come up (possibly even with a small effect).

What does this mean? It means that you will have a limited ability to make your own map and not require others to download it.

The only thing you would not be able to do is place building controllers and spawners.

Question is: Do you guys think it's worth it?

Subject: Do you think this is worth it? Server-side terrain?
Posted by maytridy on Wed, 13 Aug 2003 15:37:37 GMT
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I know that in Soldner, the host can edit the terrain before each game.

It would be alot of work to try and get it to function. But it would definately be worth trying!

Subject: Do you think this is worth it? Server-side terrain?
Posted by [REHT]Spirit on Wed, 13 Aug 2003 15:38:59 GMT
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maytridyI know that in Soldner, the host can edit the terrain before each game.

I don't think it will work in Renegade. But it would definately be worth trying!

It ought to. Essintally all we're doing is killing and re-creating objects.

It just looks like terrain.....but in reality......you're walking on a purchase terminal! BWAHAHAHA......well......sort of.....

Subject: Do you think this is worth it? Server-side terrain?
Posted by Renx on Wed, 13 Aug 2003 15:39:17 GMT
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Just try it, anything is possible(almost)

Subject: Do you think this is worth it? Server-side terrain?
Posted by General Havoc on Wed, 13 Aug 2003 16:57:17 GMT
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Yeah I had this same idea before (can't remember if I posted it anywhere) but I had an idea of opening a new section of a map say half way into the game. You should try out some ideas, basically you can spawn anything in the always.dat unless you give the client the model? Remembering that if you spawn something not in the FDS always.dat the model will be "fake" meaning you can walk through it.

Subject: Do you think this is worth it? Server-side terrain?
Posted by [REHT]Spirit on Wed, 13 Aug 2003 17:02:27 GMT
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It's essintally a bunch of non-targetable presets, set up a decoration phys or whatever...lol

I would assume the clients would need the models, but there shouldn't be toooo many needed.

Subject: Do you think this is worth it? Server-side terrain?
Posted by xSeth2k2x on Wed, 13 Aug 2003 17:46:18 GMT
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that remaings me of the build mod for tribes 2

have a build gun put up walls,stands etc

Subject: Do you think this is worth it? Server-side terrain?
Posted by SomeRhino on Thu, 14 Aug 2003 00:57:25 GMT
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A problem with this is that clients would not be able to see the terrain that was created in-game, so they would be walking on air and keep warping everywhere because the game would have a rough time keeping in-sync.

Subject: Do you think this is worth it? Server-side terrain?
Posted by [REHT]Spirit on Thu, 14 Aug 2003 02:11:26 GMT
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SomeRhinoA problem with this is that clients would not be able to see the terrain that was created in-game, so they would be walking on air and keep warping everywhere because the game would have a rough time keeping in-sync.

By server-side I ment the server host decides what terrain type is where, sorry.

It ought to work cause essintally all you're doing is editing a c130 script and using new presets. Since you can make massive bot drops, I don't see why you can't place a few terrain pieces that are set up slightly differant from normal terrain.

Subject: Do you think this is worth it? Server-side terrain?
Posted by Laser2150 on Thu, 14 Aug 2003 02:56:48 GMT
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They still need the file. so your back at square 1.

Subject: Do you think this is worth it? Server-side terrain?
Posted by Dante on Thu, 14 Aug 2003 05:33:45 GMT
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hmm

"could" be an interesting idea, but terrain does not reflect well on the other side, objects need a bounding box, and there are alot of objects that the game engine will push you off of, would suck to get pushed off of a map.

Subject: Do you think this is worth it? Server-side terrain?
Posted by [REHT]Spirit on Thu, 14 Aug 2003 13:21:17 GMT
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Laser2150They still need the file. so your back at square 1.

It'd be released as a pkg......essintally, you'd have no map execpt some sort of thing (space platforms.....teleroom.....cave.....something like that.....) for the GDI and Nod bases. In the middle where they connect, what's there is all up to the host. The pkg includes the models, textures(if any new ones are needed), level, etc.....the host just puts it togather.

Dante: Haven't had that happen (but I don't model a whole lot)...I'll see if I get this effect here.